
Subject: Re: JFW_Grant_Key_Zone_Entry
Posted by [Xpert](#) on Fri, 23 May 2014 11:30:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

The parameter options are Player_Type and Key.

I'm applying the script zone on Haunted2 map inside the bathroom and the laundry room. The one in the laundry room works perfectly fine where GDI spawns right on the script zone. The one in the bathroom where Nod spawns doesn't seem to work. I've applied the same script zone to Nod except with the Player_Type of 0. Either I'm missing something random or this script doesn't like a Player_Type of 0.
